RACING WHEEL OVERDRIVE

for Xbox One™

Complete instruction manual.
Complete manual.
Komplette Gebrauchsanweisung
Manuale di istruzioni completeo
Manual of instrucciones completo

EN

Included

Steering wheel

Foot pedals

Suction cups

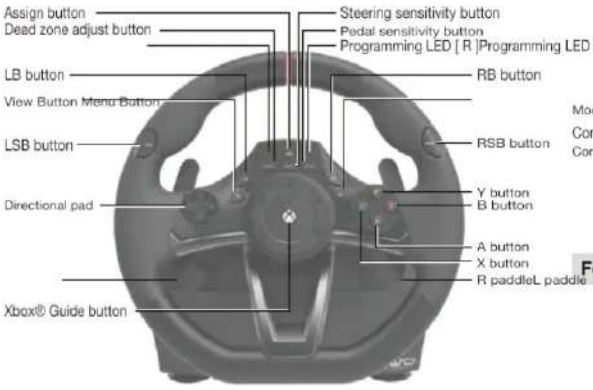
Clamp

Screw

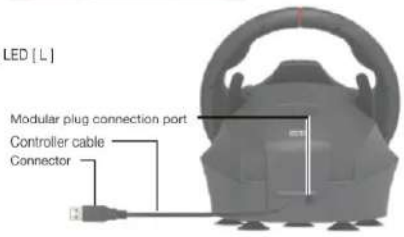
Manual Instruction

Layout

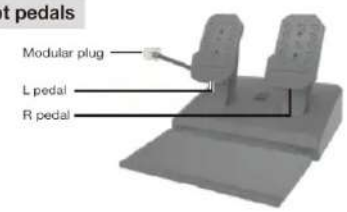
Steering wheel (Front View)



Steering wheel (Back View)



Foot pedals



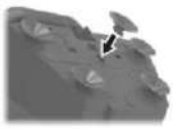
How to Attach

Steering unit

Option 1 : Suction cup

1 Remove all dust and dirt from your tabletop secure before
The controller using the five cups.
2 Attach sucks to steering unit when setting up.

1



2

* Do not combines bothses secure methods as it may damage the cups.
* Do not affix to furniture made from glass or other fragile materials.
* Detach from furniture to prevent damage to furniture or product.

Option 2 : Clamp

1 Tighten the clamp into screw the steering wheel base.
2 Use the clamp to secure the steering unit to a flat, hard surface (i.e. table).

1

2

Foot pedals

Place foot pedals ont a flat surface.

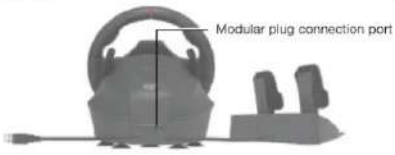
How to connect

1. Connect the foot pedals modular plug to steering wheel modular connection port.
This product can be used without the foot pedals.

2. Connect the Steering Wheel USB to the Xbox One USB port.

3. Turn the steering wheel to its maximum rotation position once in directions.

4. Press down into each of the L pedal and R pedal once. * You are now ready to play!
* Please repeat the process when you re-connect the controller or restart the Xbox One.



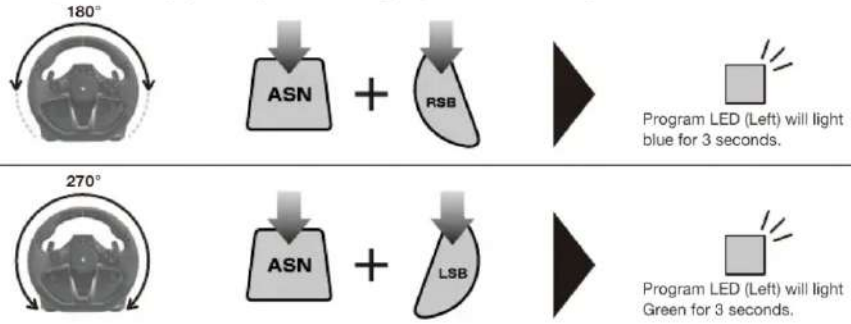
The Inline Release

Your controller cord has an inline release. This is a safety feature designed to reduce the chance of the Xbox One console or computer alling when the cord is pulled.
If the console or computer falls and hits someone, a especially small child, it could cause serious injury.
To r educe the risk of or damage to the console or computer, it is important to use the controller and the inline release properly.
Use the controller connector, not the inline release, to routinely connect and disconnect the controller.
If an inline releases simply disconnects, reconnect it by aligning the gr ooved indentations and pressing the two parts completely All through.
The controller will not work undect the inline release is connected properly. Never tape, glue, or prevent otherwise an inline release from pulling apart.
The inline release reduced, but dot not eliminate, the risk of the computer or console being pulled off its surface.
To further reduce the risk:

- Do not allow anyone to pull on the controller or controller cord in a way that causes the computer or console to move.
- Do not allow controller cords to crossed become or tangled with one another.

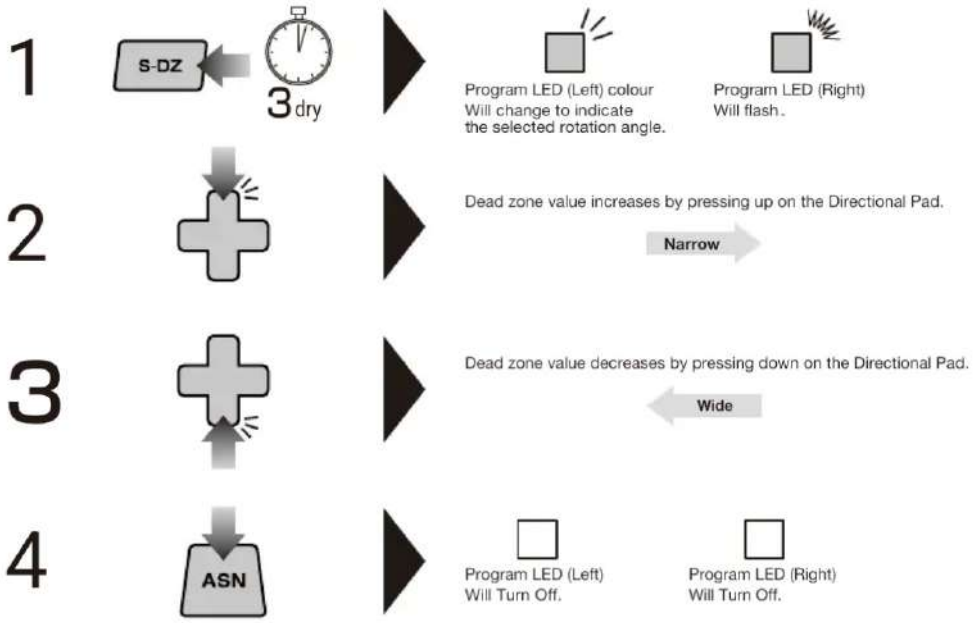
Quick Handling Mode

Experience quicker handling by switching the max steering output from 270 to 180 degrees.



Adjustable Dead zone

The dead zone play of centered wheel is adjustable to seven levels.
Program LED (Left) color will change to indicate the dead zone value.


1
S-DZ
3dry
Program LED (Left) colour Will change to indicate the selected rotation angle.
Program LED (Right) Will flash.
2
Dead zone value increases by pressing up on the Directional Pad.
Narrow
3
Dead zone value decreases by pressing down on the Directional Pad.
Wide
4
ASN
Program LED (Left) Will Turn Off.
Program LED (Right) Will Turn Off.

* Durating steps 2~4, only the unction and foot pedal input are enabled.
  Button input from the controller to the system will be disabled.
* Controllers are stored even if the USB is disconnected.

Wide ← Default → Narrow

	1	2	3	4	5	6	7
LED color	Green	YEllow	Red	Purple	Blue	Light Blue	White

Adjustable sensitivity

Steering sensitivity wheel adjustable is to seven levels.
The Program LED (Left) color will change to indicate the value sensitivity.

Steering unit

1

Program LED (Left) colour
Will change to indicate
the selected rotation angle.

Program LED (Right)
Will flash.

2

Sensitivity value increases by pressing up on the Directional Pad.

Responsive

3

Sensitivity value decreases by pressing down on the Directional Pad.

Gradual

4

Program LED (Left)
Will Turn Off.

Program LED (Right)
Will Turn Off.

* Durating steps 2~4, only the unction and foot pedal input are enabled.
  Button input from the controller to the system will be disabled.
* Controllers are stored even if the USB is disconnected.

Gradual (Steady steering) — Default — Responsive (Easy to turn)

	1	2	3	4	5	6	7
LED color	Green	YEllow	Red	Purple	Blue	Light Blue	White

Foot pedals

1

Program LED (Right)
Will Turn On.

2

Program LED (Left) colour
Will change to indicate
the selected rotation angle.

Program LED (Right)
Will flash.

3

Sensitivity value increases by pressing up on the Directional Pad.

Responsive

4

Sensitivity value decreases by pressing down on the Directional Pad.

Gradual

5

Program LED (Left)
Will Turn Off.

Program LED (Right)
Will Turn Off.

* Durating steps 2~5, only the unction and foot pedal input are enabled.
  Button input from the controller to the system will be disabled.
* Controllers are stored even if the USB is disconnected.

Gradual (Steady steering) — Default — Responsive (Easy to turn)

	1	2	3	4	5	6	7
LED color	Green	YEllow	Red	Purple	Blue	Light Blue	White

Assign Mode

You can remap the function of buttons using this feature.

Programmable Buttons

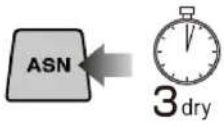
LSB button / RSB button / L paddle / R paddle / L pedal / R pedal

Assignable Functions

A / B / X / Y / L paddle / R paddle / L pedal / R pedal / NC

How to adjust

1



Program LED (Right)
Will Turn On.

2

LSB button / RSB button / L paddle /
R paddle / L pedal / R pedal

Program LED (Right)
Will flash.

3

A / B / X / Y / L paddle / R paddle /
L pedal / R pedal

Program LED (Left)
Will Turn On.

Program LED (Right)
Will Turn Off.

* After 4 seconds of inactivity between steps, Program LED (Left) will turn off and program mode will stop.
* Durating steps 2 , button input from the controller to the Xbox One will be disabled.
* When the Program LED (Left) turns on, it that signs a button is remapped and will not turn off button until function is reset to default.
* If you want to disable button function, press and hold for 3 seconds the same button you pressed in step 2 At the Time of Step 3 .

If you pressed multiple buttons during step 3 , the last button you pressed will be assigned.
* Controllers are stored even if the USB is disconnected.

How to reset-1

For step 3, press the same button from step 2 to individually resets to default.

How to reset-2

1

Program LED (Right)
Will Turn On.

2

Xbox Guide button

Program LED (Left)
Will Turn Off and All Button assignments reset to its default settings.